

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

SPECIES Amoeboid, Avia-Ra, Elf, Nautilid, Human, Orc, Skathári, Vect, Wrothian,

GEAR

WEAPON. You use Expert Weapons and one Standard Weapon.

What're you packin'? Choose two more:

- Repeater. (use Aim, +1 die when close [1/Scene])
- Concussion Rifle. (use Aim, +1 die when far)
- Flamethrower. (use Improve, +2 dice [1/Scene])
- REC Gun. (use Aim, +2 dice [1/Scene])
- Rocket Hammer. (use Force, +1 die if you have a running start)

HISTORY

MY EMPLOYER. Who do you work for? Choose one:

- GRAX'S GUYS FOR CHEAP. We take any contract they give us.
- SCALE AND FANG INC. Private security for the rich and powerful.
- THE FIRM. A criminal syndicate with corporate trappings.
- THE COALITION. The 'Verse's largest for-profit military outfit.
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HISTORY

I'VE GOT A REPUTATION FOR...

What's your style as a mercenary? Choose one:

- SHOOTING FIRST, ASKING QUESTIONS LATER. Reroll an Aim roll. (1/Scene)
- BEING A PRACTICAL JOKER. Reroll a Sneak roll. (1/Scene)
- LIVING ON THE EDGE. Reroll a Rush roll. (1/Scene)
- CRACKING SKULLS. Reroll a Force roll. (1/Scene)
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BLOOD ON THE LENS

MERC

You're a gun for hire. Maybe you wear Coalition colors, you're a Grax's Guy, or you're independent, taking whatever jobs you can. You might be quick with a blaster, but can you protect those closest to you?

MOTIVE

FEAR

NOTES

PRONOUNS: /

HISTORY

I MIGHT...

You might be past your prime. In what way? Choose one or more:

- Be getting too old for this.
- Have gone soft.
- Have become too reckless.
- Be living on borrowed time.
-

The Director can force you to act in accordance with this trait as if it were your Fear.

HEADSHOT. When roll two or more 5s or 6s on a Weapon roll in a Life-or-Death scene, choose one of the following:

- You gain Advantage on your next Reaction.
- When you move on this turn, you can move an ally with you.
- The next ally to take a turn gains Advantage on a Weapon roll.

LUCKY DODGE.

Whenever you take Trauma, roll a die. On a 5 or 6, you take no Trauma.

GUNS BLAZING.

Choose Aim or Force. Reroll 1s on Weapon rolls that use that Action.

GRIT TEETH. Whenever you mark Adrenaline, gain Advantage on your next roll.

MY CLOSEST FRIEND.

Who are they?
Is your relationship romantic or platonic?

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

CREATING A MERC

Choose a Personality. Sum up your personality in a word or two.

Pick a Quirk. Come up with something unique, funny, or special about yourself.

Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.

